

ABSTRACT OF THE DISCLOSURE

A control program for an action game according to the present invention in which one of a plurality of characters moving in a game space is selected to be an attack target, in response to an operation of a game player, comprises: a selectable candidate object judging step of judging each of said plurality of characters as to whether or not it is a selectable candidate object which is qualified to be an attack target and which is in position relationship which could be selected as an attack target, a selection order deciding step of deciding an order of selecting those of said plurality of selectable candidate objects, which have been judged by the selectable candidate object judging step; and an attack target changing step of selecting, based on the selection order decided by the selection order deciding step, one of said plurality of characters as an attack target and sequentially changing the attack target in response to an attack target changing operation by the game player. The control program permits one of a plurality of characters contained in a game space to be efficiently selected as a game target.